

BRUSH PERFORMANCE RADIALS

CRASH

NITRO KART



EVERYONE
E
CONTENT RATED BY
ESRB

UNIVERSAL
INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CRASH NITRO KART™

TABLE OF CONTENTS



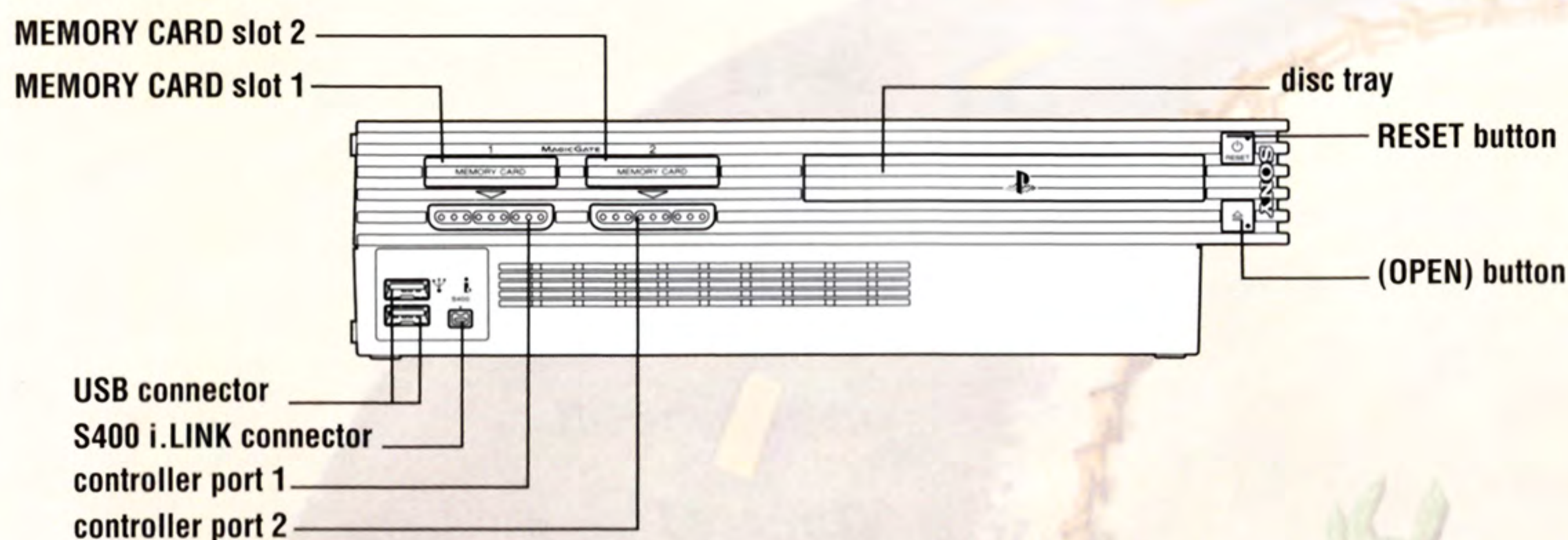
<i>Getting Started</i>	2
<i>Starting Up</i>	3
<i>Story</i>	4
<i>Main Menu</i>	5
<i>Race Modes</i>	6
<i>Battle Modes</i>	8
<i>Adventure Mode</i>	9
<i>Kart Power-ups</i>	11
<i>Options</i>	16
<i>Hints and Tips</i>	17
<i>Extras</i>	18
<i>Karts and Characters</i>	20
<i>Credits</i>	22
<i>Customer Support</i>	24

“Crash Nitro Kart” interactive game TM and © 2003 Universal Interactive, Inc. Crash Bandicoot and related characters are ® and © of Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. Powered by Intrinsic Alchemy®, © Copyright 2003 Vicarious Visions, Inc. All Rights Reserved. Havok.com TM, © Copyright 1999-2002 Telekinesys Research Limited. All Rights Reserved. See www.havok.com for details. Video Tools and Technology CRI Middleware Co., LTD. Sofdec, the CRI Middleware logo, and the Sofdec logo are trademarks of CRI Middleware Co., LTD. © CRI MIDDLEWARE CO., LTD 2003.



GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Crash Nitro Kart™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Crash Nitro Kart™*.

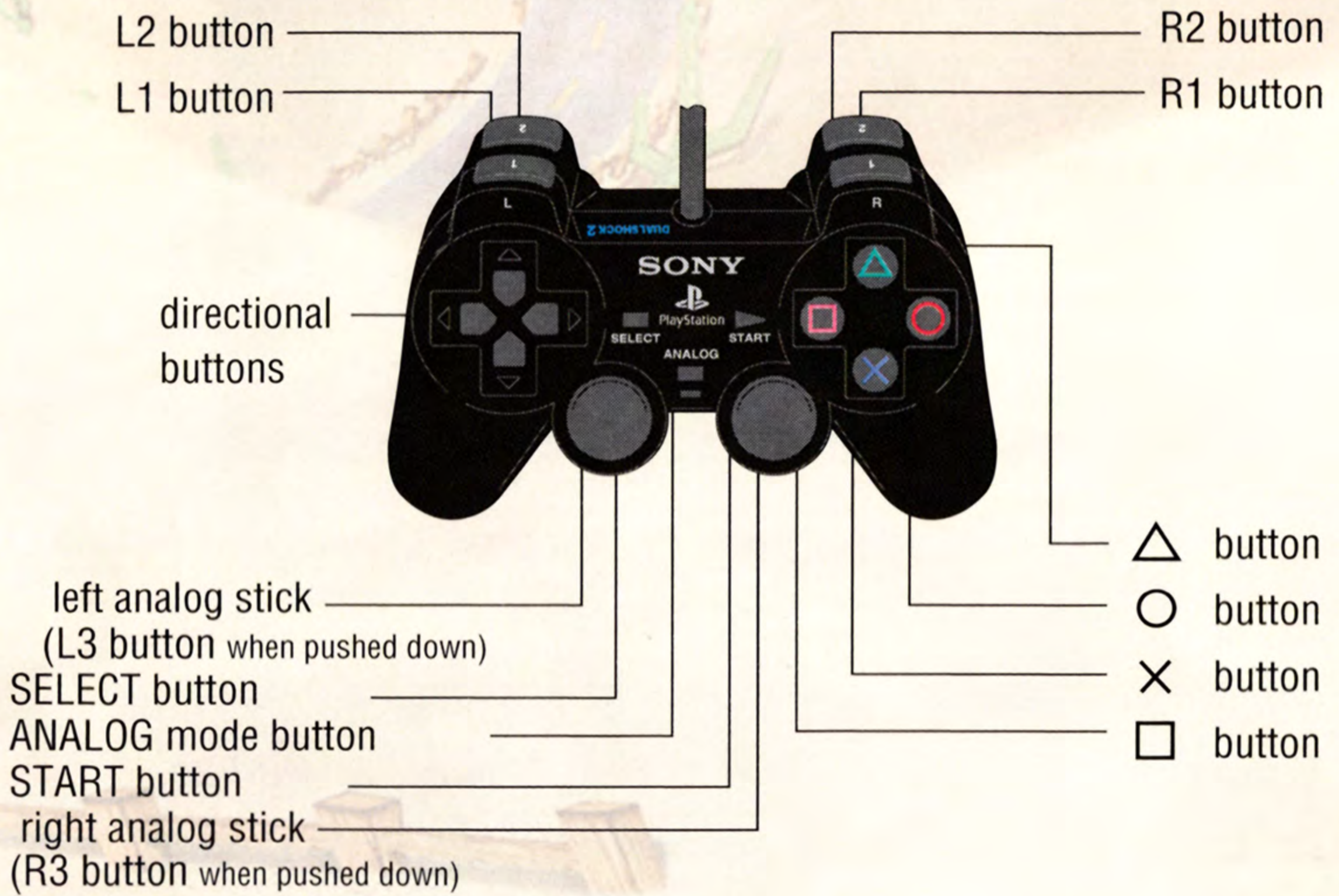
Memory card (8MB) (for PlayStation®2)

Crash Nitro Kart™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left analog stick – Steer
Directional buttons – Steer

- × Button – Gas**
- Button – Brake/Reverse**
- Button – Use Power-up**
- △ Button – Toggle Map/Speedometer**

- R1 – Hop**
- L1 – Boost**
- L2 – Rear View**
- R2 – Team Frenzy**
- SELECT – Change View**



STORY



Emperor Velo and the entertainment-obsessed aliens of his empire have kidnapped Crash and his friends, as well as Dr. Cortex and his cronies, to race in the Galactic Circuit! Faced with the threat of Earth's destruction, both teams submit to his whims. Dr. Cortex and his team of evildoers plan to defeat Velo in the final showdown, which will determine who will return to Earth as its conqueror, but they'll need to get past Crash and Team Bandicoot, who plan to thwart Team Cortex and return home in time for a nap. In order to face Velo, however, they'll need to win every race in the Circuit, a competition that spans numerous alien worlds and features a motley crew of the Emperor's fastest competitors.



MAIN MENU

Navigate the menus by pressing the directional buttons or the left analog stick up or down. Select a menu item by pressing the \otimes or START button, and go back by pressing the \triangle button.



- **ADVENTURE** – Adventure is a single-player mode that takes you through the *Crash Nitro Kart™* story. Choose this to race against Velo and his minions, and get Crash (or Cortex!) back to Earth safe and sound. You can also unlock hidden features in this mode.
- **SINGLE-PLAYER** – Choose this mode to race against computer opponents in a Quick Race or a Cup Race, race with a computer-controlled buddy in Team Race, or play Time Trial to set your best time records and unlock ghost challenges.
- **MULTIPLAYER** – Select this mode to race or battle against up to three of your friends.
- **BEST TIMES** – View saved best times for each track and challenges.
- **OPTIONS** – Adjust the sound and controller options for each player here.
- **EXTRAS** – Access unlocked extras here, such as the Arena Editor and Cut Scenes.



RACE MODES

Crash Nitro Kart™ has six racing modes. Some of them are free-for-all, and some can be played as a team.



- **ADVENTURE** – In Adventure mode, you race through all the different tracks and arenas, collecting as many Trophies, Relics, Boss Keys, CNK Tokens, and Gems as you can. Learn more about Adventure mode on page 9. This mode is single-player only.
- **RACE TIME TRIAL** – Race Time Trial is a one-player mode where you try to set the best time on any of the tracks in the game. In this mode, there are no other racers to slow you down, and no crates to help you out. Jump and boost your way through three laps as fast as you can. After you finish the race, you can save your “ghost” (a replay of your race). The next time you play, you can load a ghost or challenge your friends to beat your best time. Beat the best times to unlock and challenge the galactic champions’ saved ghosts. This mode is single-player only.



- **LAP TIME TRIAL** – This mode is just like Race Time Trial, except that you’re racing to get the best time for a single lap around the track. After you finish a lap, your “ghost” will appear. The ghost is a replay of your fastest lap. Whenever you get a better time on a lap, the old ghost will be replaced by the faster one. This mode is single-player only.
- **QUICK RACE** – A Quick Race is the fastest way to get your race on. Just pick your racer, select a track, and race! You can also adjust the computer players’ skill level, as well as the number of laps. This mode is single-player only.
- **TEAM RACE** – Join forces with a computer-controlled buddy to win the race! Stay close to your teammate to charge up your Team Meter. When it’s full, press the **R2** button to activate team frenzy—then blast your opponents and take the lead! This mode is single-player only.
- **CUP TOURNAMENT** – In a Cup Tournament, you compete against other racers on three different tracks. At the end of a track, the racer in first place gets nine points. The second place racer is awarded six points. Third place gets three points. Fourth place gets a measly one point. At the end of the three tracks, the player with the most points wins the cup. This mode can be played by up to four players.





BATTLE MODES

In Battle Mode, instead of racing on tracks you speed around battle arenas, collecting weapons and attacking your opponents. There are five battle modes in *Crash Nitro Kart™*. Each mode can be played by two to four players.



- **LIMIT BATTLE** – In this game, the object is to hit your opponents with weapons and traps as often as you can while getting out of the way of their attacks. Zoom around and smash item boxes to pick up offensive or defensive weapons. You set a point and a time limit when you start the game, and whoever gets enough points or has the most points when time runs out wins! You can play this mode free-for-all or with teams.
- **LAST KART DRIVING** – In Last Kart Driving, you play until you run out of lives. You lose a life every time you get hit by a weapon or hazard, or fall into a pit. Get rid of your opponents before they get rid of you. The last kart driving wins! You can play this mode free for all or with teams.
- **CRYSTAL GRAB** – In Crystal Grab, you fight against your opponents to collect all the crystals in the arena. Attack your opponents to get them to drop their crystals, and then steal them. But be careful, they can do the same to you. You can play this mode free-for-all or with teams.

- **CAPTURE THE FLAG** – The object of this two-team game is to capture the other team's flag and bring it back to your flag. Race your karts to your opponents' side of the map and drive over their flag to grab it, then drive over your flag's base to capture it and score a point. To get enemies to drop your flag, hit them with any weapon. Once they've dropped it, drive over it and it will return to your base. The flags are very heavy though, and will slow down any kart that is carrying one. The game will end when time runs out or when one of the teams has gotten enough points, whichever comes first. This is a team-only game.
- **STEAL THE BACON** – This mode is just like Capture the Flag, except the two teams are fighting over one flag that is situated in the middle of the arena. Speed out and grab the flag, then bring it back to your base.

ADVENTURE MODE

In Adventure mode, you will journey through five different worlds as you race for your freedom. You'll start out in Velo's Coliseum. From here you can get to any of the other worlds through the World Gates. At first, most of them are locked. You'll have to beat one world to get access to the next one. You will journey to Terra, Barin, Fenomena, and Teknee. Once you're in a world, drive onto a warp pad to start a race. When you win all three trophies in a world, you will challenge that world's champion. If you manage to defeat the champion, you will win a World Key. This key will unlock all of the special modes in that world and the next World Gate. These are the special modes that you can unlock:



RELIC RACE: In this mode, you must race the track alone as fast as you can and complete three laps in the fastest time possible. To help you, Time Crates are spread throughout the track. When you run into one of these, you will freeze the clock for the number of seconds indicated on the box. If you collect all the relic crates on a track you will get a -10 second bonus on your final time. Win relics by beating the time indicated on the screen for each relic type.



CNK CHALLENGE: This is just like a normal race, except that you must collect the letters *C*, *N* and *K* which are scattered throughout the track. If you can collect all three letters and still manage to come in first place, you will be awarded a CNK Token. There are four different colors of tokens. If you collect four tokens of the same color, you will unlock that color Gem Cup.



CRYSTAL ARENA: Once you beat the boss of a world, you will be able to unlock the Arena there. In the arena, 20 crystals are spread about. If you can collect all the crystals before time runs out, you will be awarded a CNK Token.



GEM CUPS: A Gem Cup is a Cup Race against computer opponents. The Gem Cups are accessed through a World Gate in Velo's Citadel. If you win one of these cups, you will be awarded a Gem.

To defeat Velo and get back to Earth, you'll need to collect all 12 trophies and all four boss keys. Once you collect these items, you'll earn the right to challenge the Galactic Champion on his personal racing track. If you manage to beat him there, then freedom is yours...or is it?

KART POWER-UPS

You will find these scattered across the track while doing laps or battle.

Boosts

Boosting is crucial to winning a race in *Crash Nitro Kart™*. Every time you boost, you'll go a bit faster than your kart's normal top speed for a little while. There are a few ways to get a boost in CNK:



- **BOOST PADS** – The easiest way to get a boost is to run over one of the black-and-green boost pads that you'll find throughout the tracks. Make sure you hit as many of these as you can, because you know your opponents will!
- **STARTING BOOSTS** – If you pump the gas at the start of the race, you can get a boost off the line.
- **AKU BOOST** – If you press and hold the gas button at the right time when you're being reset onto the track by Aku Aku or Uka Uka, you can get a boost to help you catch up.
- **TURBO CANISTERS** – Another simple way to get a quick boost is to pick up one of these turbo canisters from an item crate. Just hit the fire button and take off!
- **JUMPING BOOSTS** – If you hit the jump button just as you go over a ramp, your racer will fly into the air. The higher you can get your kart to go, the bigger a boost you will get when you land. Fly through the air as high as you can to get ahead.
- **POWER SLIDE BOOSTS** – Power Slide Boosts are difficult to master, but they'll give you a huge advantage on the track. To do a Power Slide Boost, go into a power slide by holding down the hop button, and steer left or right before your kart lands. While sliding, the curved boost gauge will appear next to your kart. When the gauge goes from green to red, press the boost button and your kart will get a boost. After every boost, you can get another one by pressing the boost button when the gauge turns red. Remember that the higher the meter goes, the more powerful the boost you'll get.



Crates

There are four types of crates that you will run into on the tracks.

- **WEAPONS CRATES** – Drive your kart through a weapons crate to break it apart and collect the power-up inside. These are marked with a question mark and usually come in sets of four.
- **MULTIPLIER CRATES** – These special weapons crates contain three of a certain weapon, such as Bowling Bombs, Homing Missiles, or Turbo Boost. They are marked with an “X” and are usually found in hard-to-reach spots on the track.
- **WUMPA CRATES** – These crates full of wumpa will help you get juiced quick! Run through one to pick up a bunch of fruit. Wumpa crates are unmarked.
- **ACTIVATION CRATES** – These crates don’t give you anything when you drive through them. Instead, they activate a trap to slow down the other racers! Crash through them at the right time to see your opponents flattened, burned, or rolled over. These crates are marked with an exclamation point.

Power-ups

These useful items can be found in the Weapons crates, but your kart can carry only one of them at a time. When you have collected 10 wumpa fruit, your weapons become juiced for even more power!



TURBO BOOST – A free bottle of boost! Use this to get an extra boost of speed and zip ahead of your opponents or out of the way of a missile.

Juiced – Get an even longer and bigger boost.



BOWLING BOMB – When Velo goes bowling, he doesn’t fool around! These bombs shoot out from your kart in a straight line until they explode against a wall or, hopefully, another kart! If your aim is a little off, you can detonate the bomb remotely when it’s next to your target. To do this, just press the fire button again.

Or if there's a kart (or missile) on your tail, hold down on the directional buttons or left analog stick and press the fire button to shoot the bomb backwards.

Juiced – The bomb moves faster and the explosion radius is even bigger.



HOMING MISSILES – These lock onto the nearest opponent you can see and zoom after him. They'll explode on contact and send your target into a killer tumble. If you see a set of crosshairs on your character, it means you've been targeted, so start dodging!

Juiced – The missile goes faster and tracks better.



TNT CRATE – Drop these on the track to give the racers behind you a nasty surprise. If you run into one of these killer crates, it'll latch onto your head and start counting down. When the timer runs out, you'll wipe out when it explodes in your face. Try hopping madly to get it off your head.



Juiced – Your TNT crate will be upgraded to a green Nitro crate that will explode as soon as someone hits it.



STATIC ORB – These freestanding spheres of electric charge will shock anyone foolish enough to drive into one. Not only will it slow them down, but it will also short out the circuits in their kart and change their weapon to something else.



Juiced – The orb will now be drawn to the karts that drive by it. It will also short out the karts even more, causing their steering to be reversed for a short time.



INVINCIBILITY MASK – Activate this item to get your team's mascot to spin around your kart in a protective shield for a short time. While the mask is active, weapons and hazards can't hurt you, and any karts that you "accidentally" bump into will spin out. You'll also go slightly faster while you're using it. Be careful not to fall off the edge though, or you'll lose your invincibility.



Juiced – Your mascot mask will stick around even longer.



POWER SHIELD – This protective green bubble will save you from getting hit by one weapon or hazard. You can also attack your opponents while it's on by bumping into them. Once you get hit by something or run into someone, the shield will disappear. It will also fade away after a few seconds, even if you don't use it.



Juiced – The blue juiced bubble still goes away when you hit something, but it has no time limit.



ICE MINE – This mine will put anyone who runs over it into a giant ice cube that causes their kart to spin out. Put it near tight corners to cause less wary racers to fly right off the edge. If you need to slow down someone in the lead, you can also hold up on the directional buttons or left analog stick and press fire to toss the ice mine ahead of you.



Juiced – The ice cube will take longer to melt and cause the kart to drive like it's on ice.



N. TROPY CLOCK – This wicked watch will let you alter time and slow down every other kart on the track. When you activate it, everyone else will spin out and time will slow down for them. You'll be protected from the time vortex and speed by the other racers as they crawl along. This is a great way to come from behind, so take advantage of it. This item is found only in race modes.

Juiced – The time effect will last even longer.



TORNADO TOP – You can easily even the odds a little with this powerful item. When you release this super cyclone, it will immediately home in on whoever is in first place and catch his kart up in a mini tornado. Of course, anyone unlucky enough to get in its path on the way to its target will also get caught up in a tiny twister. You'll find this item only during race modes.

Juiced – The top will go even faster than normal.



INVISIBILITY – Turn this on to become invisible to all your opponents. You'll still see a shadow of yourself, but no one else in the arena will be able to see you or your arrow. Great for sneak attacks or flag steals, this item is only available in battle mode.

Juiced – Stay invisible for even longer.



SUPER ENGINE – Replace the engine in your kart with something pumping out a bit more horsepower. For a short time, whenever you press the accelerate button, you'll zip around faster than any kart in the arena. It's just the thing for outrunning speeding missiles or grabbing a flag. The engine will run out after a few seconds, so use it or lose it! This item is available in only battle mode.

Juiced – The engine lasts even longer.



RED EYE MISSILE – Fire off this super warhead to track down your enemies wherever they go! This special version of the homing missile comes with a remote control and a video monitor. Once you fire it off, you can press the fire button again to take control of it. You'll be able to see from a camera in the nose of the missile. Steer it towards your enemies using the left analog stick. If it hits a wall or a kart, it will explode, damaging anyone nearby. But remember, you can't drive around while you steer the missile, which makes your kart a sitting duck! You'll pick up this special missile in only battle mode.

Juiced – The explosion from the missile is even bigger, and the missile is easier to steer.





OPTIONS

Main Menu Options

To navigate the Options Menu, press the directional buttons up or down to select an option, then press left or right to change it.

FX Volume

Adjust the volume of the sound effects in the game.

Music Volume

Adjust the volume of the music in the game.

Voice Volume

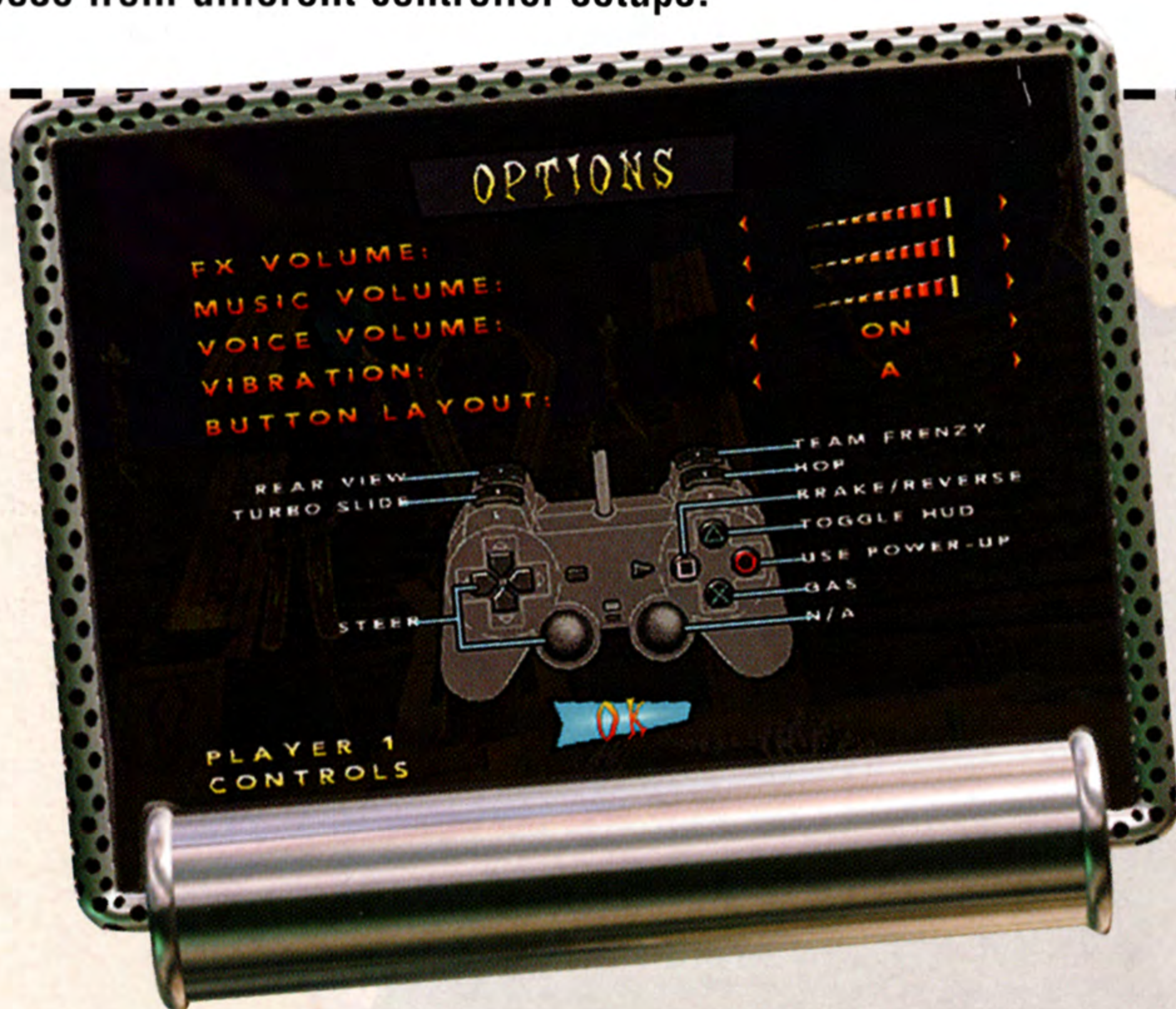
Adjust the volume of the characters' voices.

Vibration

Set controller vibration on or off.

Button Layout

Choose from different controller setups.



HINTS AND TIPS

Avoiding Missiles

Missiles can be tough to get away from, but there are a few tricks you can try to get out of their path. The easiest way to escape a missile is to drop an item (like a TNT crate or an ice mine) behind you or shoot a bomb backwards at it. The closer the missile is when you do this, the better the chance you have of blocking it.

Shortcuts

There are several shortcuts throughout the tracks that you can take to get ahead of the competition. Keep an eye out for them off the beaten path.

Get Juiced!

Remember, if you have 10 wumpa fruit, you'll become juiced. This means that your top speed goes up and all your weapons are more powerful. Being juiced can give you the edge you need to win a race.

Team Power-up Meter

If you are in range of your teammate, then your team meter will slowly fill up. Once it is full, you can activate your team frenzy ability with the **R2** button. Using this will give you unlimited weapons for a short time. When your team meter empties, or if you are attacked by an enemy, or if you fall off the track, your frenzy will end.





EXTRAS

Crash Nitro Kart features some exciting extras.

Arena Editor

This gives you the power to put items wherever you want in the Battle Arenas. Placing items is like playing the game. Drive around the arena, then hit the power-up button to drop the item. It's as simple as that!



To select an item to drop, use the toggle HUD button. This will cycle through all the different objects:

- *Wumpa Crates*. These are for all Battle Modes.
- *Power-Up Crates*. These are for all Battle Modes.
- *Multiplier Crates*. These are for all Battle Modes.
- *TNT Crates*. These are for all Battle Modes.
- *NITRO Crates*. These are for all Battle Modes.
- *Crystals*. These are for Crystal Grab Mode.
- *Red Team Flag*. This is for Capture the Flag Mode.
- *Blue Team Flag*. This is for Capture the Flag Mode.
- *White Flag*. This is for Steal the Bacon Mode.

Using the toggle HUD button, you can also highlight the "destroy" icon in the lower left corner. When this is highlighted, you can remove any object on the map by running into it.

When you're finished, just hit the START button. From the Pause Menu, you can then select "save arena" to save your work.

However, to make sure your arena works with all Battle Modes, you must place these items before you can save:

x 3 weapon crates

x 1 multiplier crate

x 1 crystal

x 1 red flag

x 1 blue flag

x 1 white flag



Once you've saved your arena, you can quit the Arena Editor. The next time you load up Battle Mode, select the name of the arena you modified. Then select "Custom Arena" instead of "Default Arena." The game will load your arena. Now you're ready to play!

Cutscenes

This lets you watch cutscenes from Adventure Mode. Press the directional buttons left or right to switch between Team Bandicoot and Team Cortex, and press up or down to choose the movie you want to watch.

However, you can only watch cutscenes that you've unlocked. If you want to see them all, you'll have to beat Adventure Mode with both teams!

Credits

The credits list the names of all the wacky people who made the game you're playing. There are a lot of names, aren't there?



KARTS AND CHARACTERS

Crash Bandicoot

Crash is strapping himself in his kart, getting ready to lead Team Bandicoot to victory! His medium build makes him an all-around racer with exceptional acceleration.

ACCELERATION: Excellent
TOP SPEED: Average
TURNING: Good



Coco Bandicoot

Crash's smart kid sister now has all-new vehicles to toy with. She has programmed her kart's wheels to balance their speed better, which gives her much better turning ability.

ACCELERATION: Average
TOP SPEED: Good
TURNING: Excellent



Crunch

Originally created by Dr. Neo Cortex to destroy Crash, Crunch had a change of heart and joined the bandicoot family. His tremendous bulk gives him amazing momentum and speed, but he's a bit slow to start.

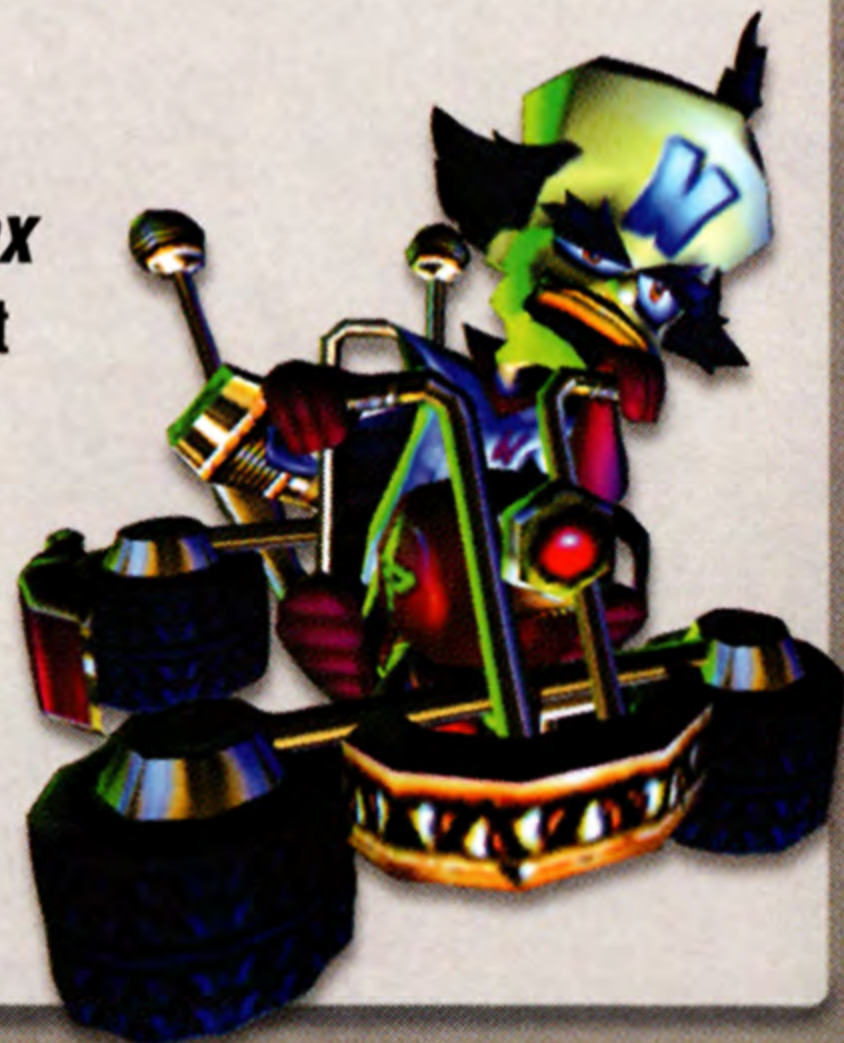
ACCELERATION: Good
TOP SPEED: Excellent
TURNING: Average



Dr. Neo Cortex

Crash's archenemy intends to defeat Crash once and for all with his team of racing henchmen. Like Crash, he excels at acceleration.

ACCELERATION: Excellent
TOP SPEED: Average
TURNING: Good





N. Gin

This mechanical genius is Dr. Cortex's right-hand man. The rocket in his head hasn't affected his ability to rig a smooth ride on any vehicle he races.

ACCELERATION: Average
TOP SPEED: Good
TURNING: Excellent

Tiny

This hulking giant has served Dr. Cortex faithfully each time he has tried to take over the world. Like Crunch, Tiny has a need for speed (of course, Tiny thinks Crunch is just a soft-hearted copycat).



ACCELERATION: Good
TOP SPEED: Excellent
TURNING: Average



N. Oxide

Still bitter over previous losses to Crash and his friends, Oxide is going to do everything he can to make sure that Crash loses this time. He's brought along his cronies Zam and Zem to help him out as well.

ACCELERATION: Excellent
TOP SPEED: Average
TURNING: Good

N. Trance

The egg-shaped master of hypnotism is out for revenge! He's even kidnapped Dingodile and Polar and brainwashed them so that they'll race for him. He'll try to get in the way at every turn of the track, so watch out.

ACCELERATION: Excellent
TOP SPEED: Average
TURNING: Good





CREDITS

**Crash Nitro Kart™ Designed and Developed by
Vicarious Visions, Inc.**

www.vvisions.com

GAME DEVELOPMENT TEAM

Alan Kimball
Albert Vazquez
Alex Rybakov
Alexander Alexandrov
Alexey Anashkin
Andrey Efimov
Andrey Trusov
Andy Lomerson
Anton Zherzdev
Antony Arciuolo
Benny Raymond
Brendan Anthony
Bret Dunham
Brian Keffer
Bryan Pritchard
Bryan Shutt
Carl Schell
Casey Richardson
Charles Labarre
Chongguang Zhang
Chris McEvoy
Chris Sinclair
Chris Tanner
Christopher Winters
Chuck Homic
Colleen Brown
Dan Tanguay
Dan Webb
Danas Glodas
Derek Johnson
Di Davies
Dina Lesovaya
D.J. Wilsey
Dmitriy Buluchevskiy
Dmitriy Eliseev
Dmitry Yakimenko
Dmitryi Yakimovich
Drew Marlowe
Elena Epifanova
Gap Yuel Seo
Geoff Smith
Gregory Medoff
Ian Grossberg
Igor Shturtz
Jason Timmons
Jeremy Russo
Jez Sherlock
John Thompson

Jonathan Mintz
Justin Candeloro
Justin "JD" Devane
Karthik Bala
Marc Janas
Max Plotnikov
Michael Meischeid
Mike McCool
Mike Scavezze
Natalia Gorbova
Ng Raymond
Nikolay Gerasimov
Paul Smirnov
Peter Kudriashov
Richard O'Grady
Rob Caminos
Rob Gallerani
Rui Tong
Ryan Dy
Sean Murphy
Sergey Beliaev
Sergey Lebedev
Seth McCaughey
Sheng Jin
Stuart McKenna
Theodore Bialek
Tim Higgins
Tobi Saulnier
Travis Cameron
Vlad Aranov
Vlad Shubnikov
Vladimir Beliaev
Vladimir Starzhevsky
Wes Merritt
Yaming Di
Yin Zhang
Yuri Elshin
Zach Catel

SPECIAL THANKS

Naughty Dog
Guha Bala
Andrew Bond
Brian Osman
Dave Calvin
Luis Barriga
Tim Stellmach
and everyone at VV

VISUAL DEVELOPMENT
The Animation Academy and
Vicarious Visions

BACKGROUND DESIGN

John Nevarez
Joe Pearson
Alan Simmons
Di Davies

CHARACTER DESIGN

Charles Zembillas

COLOR CONCEPTS

Snakebite
Rui Tong
Chongguang Zhang
Geoff Smith

KART DESIGNS

Perry Zombolis Jr.
Andy Lomerson

PRODUCTION MODELS

Jose Lopez

PRODUCTION MANAGER

Erin Filoteo

CINEMATIC SCREENPLAY

Dan Tanguay

CINEMATIC PREPRODUCTION

Epoch Ink
Joe Pearson
Dave Chlstyk
Vincent Edwards
Keith Tucker
Bob Foster
John Fox
Robert Souza
Eric Lusk
Jennifer Graves

CINEMATIC ART PRODUCTION

Red Eye Studios
Theodore Bialek
Tom Happ
Jon Mack
Ethan McCaughey
Seth McCaughey
Cara Paul
Orde Stevanoski
Christopher Winters
Keliu Zhu

SOUND DESIGN

Technicolor Creative
Services – New Media Audio

**EXECUTIVE VP NEW
MEDIA AUDIO**

Ron Horwitz

**SUPERVISING SOUND
DESIGNER**

Michael Gollom

SOUND DESIGNERS

Lydian Tone
Robert Arturo Ramirez
Jussi Tegelman

RE-RECORDING MIXER

Todd Anisman

**CASTING AND VOICE
DIRECTION**

Margaret Tang
Womb Music

**VO RECORDING/
ENGINEERING/
EDITING/VO FX**

Rik W. Schaffer
Womb Music

MUSIC

Ashif Hakik
Todd Masten

VOICE CAST

Clancy Brown
Mel Winkler
Kevin M. Richardson
Debi Derryberry
Steven Jay Blum
Billy West
Dwight Schultz
Marshall Teague
John DiMaggio
Michael Ensign
Quinton Flynn
Andre Sogliuzzo
Paul Greenberg
Tom Bourdon

Uka Uka, Dr. Neo Cortex
Aku Aku
Crunch, Advisor
Coco, Polar
Emperor Velo, Crash
Nash, Zam
Dingodile, Fake Crash
KrunK
Tiny
N. Tropy
N. Gin, N. Oxide
Norm, Zem
Geary, Pura
N. Trance, Velo Minion

Powered by Intrinsic Alchemy®, © Copyright 2003 Vicarious
Visions, Inc. All Rights Reserved. Havok.com TM, © Copyright
1999-2002 Telekinesys Research Limited. All Rights Reserved.
See www.havok.com for details.

Video Tools and Technology CRI Middleware Co., LTD. Sofdec,
the CRI Middleware logo, and the Sofdec logo are trademarks of
CRI Middleware Co., LTD. © CRI MIDDLEWARE CO., LTD 2003.

Produced and Published by Vivendi Universal Games, Inc.

www.vugames.com

**EXECUTIVE VICE
PRESIDENT**

Jim Wilson

**SENIOR VICE
PRESIDENT OF
PRODUCTION**

Michael Pole

**VICE PRESIDENT
OF PRODUCTION**

Neal Robison

**EXECUTIVE
PRODUCER**

Jonathan Eubanks

PRODUCER

David Robinson

**ASSOCIATE
PRODUCER**

Donovan Soto

**PRODUCTION
COORDINATOR**

Kenneth Bartlett

**TECHNICAL
DIRECTOR**

Sam Calis

**VICE PRESIDENT
OF MARKETING**

Ed Zobrist

**DIRECTOR OF
MARKETING**

Al Simone

**MARKETING
BRAND MANAGER**

Michael Scharnikow

**MARKETING
COORDINATORS**

John Choon
Carla Staley

PUBLIC RELATIONS

Marla Rothschild
Stephanie Kavoulakos

**DIRECTOR OF
PROMOTIONS**

Chandra Hill

MANUAL DESIGN

Lauren Azeltine

CREATIVE SERVICES

Nathan Gruppman
Neil Johnson
Michelle Garnier Winkler
Michael Bannon

**QUALITY
ASSURANCE****QA DIRECTOR**

Stuart Hay

**QA BRAND
MANAGER**

Wladia Summers

QA PROJECT LEAD

Diana Wu

**QA ASSOCIATE
LEADS**

Tony Black
Ken Kupis

CORE TEAM

Craig Dawkins
Albert Gavieres
Adam Hines
Daniel Quesada

TESTERS

William Maddock
Joaquin Meza
Anna Nakada
Ali Raza
Adam Sand
Jamie Saxon
Takeshi Yoshino

SPECIAL THANKS

Kristin Bruno
Virginia Fout
Craig Howe
Joon Kim
Nicholas Longano
Clint McCaul
Phil O'Neill
Suzan Rude
Carlos Schulte
Caroline Trujillo
Luc Vanhal



CUSTOMER SUPPORT

Like the Game So Far?

Then log onto www.crashbandicoot.com now and check out some cool things that Crash and his friends are up to:

Screenshots

Downloads

Browser Skins

Tips and Tricks

Screensavers

AND TONS MORE!!!

Technical Support

(866) 582-7063 (U.S./Canada only)

or (310) 649-8016 (outside U.S./Canada)

8 a.m.–4:45 p.m. PST, Monday–Friday

Fax: (310) 258-0755

Internet: <http://support.vugames.com>

Customer Service

Toll-Free Customer Service Line

(866) 341-0879 (U.S./Canada only)

or (310) 649-8006 (outside U.S./Canada)

8 a.m.–4:30 p.m. PST, Monday–Friday

Fax: (310) 258-0744

Mail

Vivendi Universal Games

4247 South Minnewawa Avenue

Fresno, CA 93725

LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation® computer entertainment system.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User. A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI. B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

NOW AVAILABLE

SPYRO™

ENTER THE DRAGONFLY

TM

PlayStation®2



Universal Interactive, 4247 S. Minnewawa Ave., Fresno, CA 90045.
Spyro: Enter the Dragonfly interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are ™ and © of Universal Interactive, Inc. All rights reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 7202610

